



Monk 1	CLASS & LEVEL
Half-Orc	RACE/ANCESTRY/HERITAGE
STR +2 14	+2 PROFICIENCY BONUS
DEX +2 15	SAVING THROWS +4 Strength Saves * +4 Dexterity Saves * +2 Constitution Saves -1 Intelligence Saves +2 Wisdom Saves +0 Charisma Saves * Prof. bonus added
CON +2 14	ARMOR CLASS (AC) INITIATIVE SPEED 14 +2 30 ft.
INT -1 8	HIT POINTS HIT DICE 10 1d8
WIS +2 14	DEATH SAVES: Success O O O Fail O O O
CHA +0 10	WEAPON & UNARMED ATTACKS Basic Attack. One target per Attack action. Martial Arts. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft. <i>Hit:</i> 1d4+2 bludgeoning damage. Can also make unarmed strike as bonus action. Dart. <i>Ranged Weapon Attack:</i> +4 to hit. <i>Hit:</i> 1d4+2 piercing damage. (Normal range to 20 ft.; disadvantage long range 21 to 60 ft.)
	MAGIC, FEATS & SPECIAL ATTACKS Martial Arts During A Turn: Counting actions and bonus actions, make two unarmed attacks or one weapon attack plus one unarmed attack in turn. (Opportunity attack is a separate reaction, do once per round.)

RACE

Half-Orc Traits [PHB p. 40]

- Creature Type: Humanoid
- Age: 26 years old
- Medium Size (5' 4", 147 lbs.)
- Darkvision (60 feet)
- Menacing (Intimidation)
- Relentless Endurance (0 h.p. to 1 h.p.)
- Savage Attacks (extra damage on crit)

CLASS

Monk Class Features [PHB p. 76]

- Unarmored Defense (AC)
- Martial Arts (1d4, bonus attack)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: ten (10) darts, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 8.5 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 1 gold pieces (gp); 7 silver pieces (sp); 32 copper pieces (cp); 4 gems (worth 10 gp each)